

I'm human



Dnd 5e carry weight calculator

Dnd 5e carrying capacity. How to calculate carry weight 5e. Carry 5e. Carry weight 5e size.

Aarakocra Aasimar Fallen Aasimar Protector Aasimar Scourge Aasimar Variant Bugbear Centaur Changeling Dragonborn Draconblood Dragonborn Ravenite Dwarf Gray (Duergar) Hill Dwarf Mark of Warding Dwarf Mountain Elf Aereni High Elf Aereni Wood Elf Dark (Drow) Elf Eladrin Elf Eladrin Variant Elf High Elf Mark of Shadow Elf Pallid Elf Sea Elf Shadar-kai Elf Valenar High Elf Valenar Wood Elf Wood Firbolg Genasi Air Genasi Earth Genasi Fire Genasi Water Gith Githyanki Gith Gnome Deep (Swirfneblin) Forest Gnome Mark of Scribing Gnome Rock Goblin Goliath Grung Half-Elf Aquatic Half-Elf Drow Half-Elf High Half-Elf Mark of Detection Half-Elf Mark of Storm Half-Elf Wood Halfling Ghostwise Halfling Lightfoot Halfling Lotusden Halfling Mark of Healing Halfling Mark of Hospitality Halfling Stout Half-Orc Mark of Finding Hobgoblin Human Mark of Finding Human Mark of Handling Human Mark of Making Human Mark of Passage Human Mark of Sentinel Human Variant Kalashtar Kenku Kobold Leonin Lizardfolk Locathah Loxodon Minotaur Orc Orc of Eberron Orc of Exandria Satyr Shifter, Beasthide Shifter Longtooth Shifter Swiftstride Shifter Wildhunt Simic Hybrid Elf Simic Hybrid Human Simic Hybrid Vedalken Tabaxi Tiefling Baalzebul Tiefling Dispater Tiefling Feral Tiefling Feral Variant Tiefling Fierna Tiefling Glasya Tiefling Levistus Tiefling Mammon Tiefling Mephistopheles Tiefling Variant Tiefling Zariel Turtle Triton Vedalken Verdan (small) Verdan (medium) Warforged Yuan-ti Pureblood Your character's ability to carry bulky items is heavily influenced by their strength and size. When determining how much Supply and weight your creature can carry, consider it one size larger or smaller than itself. For carrying capacity calculations, multiply your STR score by 15 lbs, then apply size modifiers: Tiny (0.5x), Small (no change), Medium (no change), Large (2x), Huge (4x), Gargantuan (8x). If you're above medium size, double this capacity for each size increase; for tiny creatures, halve it. Remember that carrying capacity changes with strength and is affected by the optional encumbrance rule. Resources like Dungeon Vault can enhance your gaming experience with puzzles, riddles, and tokens, but be mindful of how much you're over capacity: lightly encumbered (STR x 5) is manageable, but heavily encumbered (STR x 10-15) slows movement and impairs ability checks. This rule allows players to wear any armor regardless of its strength level, as long as they are proficient in using it. However, the weight of the armor can affect a character's carrying capacity. When calculating carrying capacity, players need to double their capacity to determine how much they can push, pull, or lift objects. If an object is heavier than the character's carrying capacity, their speed reduces to 5 feet until they recover. To keep track of equipment weights, players and DMs can refer to the Player's Handbook and other sourcebooks for detailed information on item weights. Alternatively, digital spreadsheets like Microsoft Excel or Google Sheets can help with inventory management and weight tracking. Players can also consider using magic items or mounts to carry additional gear without sacrificing too much mobility. For example, a camel costs 50 gold pieces and can hold up to 480 pounds of cargo. More advanced options include extradimensional space items, such as the Bag of Holding or Handy Haversack, which provide convenient ways to transport large quantities of gear. Portable holes and extradimensional spaces in D&D can hold significant amounts of materials. The portable hole, for instance, has a central pouch capable of holding 80 lbs (8 cubic feet) alongside its main compartment, which can contain up to 120 lbs or 12 cubic feet. On the other hand, the Portable Hole itself, described on page 185 of the DMG, is less convenient for retrieval but outweighs any item placed within it and has no weight limit explicitly stated. In comparison, Genie's Vessel, a feature obtainable through the genie patron in Tasha's Cauldron of Everything, offers an even greater volume with its capacity to hold 25132.74 cubic feet without a weight limit. However, placing items like these inside extradimensional spaces comes with a significant risk: both the item and any creature within a 10-foot radius are destroyed and sent to the astral plane, which serves as a kind of void where departed souls dwell. Time passes differently there, equating roughly to about four days in the real world for every second on the astral plane. Some spells can mitigate these risks or provide alternative solutions, such as the Floating Disk spell, which conjures a 3 ft diameter platform that hovers above solid ground and can hold up to 500 lbs. Paladins have access to unique abilities that make carrying heavy loads a breeze. Steed allows you to summon an intelligent pack animal that can fight and understand language, perfect for Paladins. Conjure Animals is another powerful option, enabling you to call forth various beasts to carry items or even battle foes. You can conjure eight strong animals to haul 3840 pounds of gear or two giant eagles to transport a party of four. For shorter periods, Telekinesis and Levitate offer alternatives. Telekinesis allows you to manipulate up to 1000 pounds for 10 minutes, while Levitate enables you to lift 500 pounds for the same duration. However, these abilities have time constraints and limitations. Carrying capacity is calculated by multiplying your Strength score (STR) by 15 pounds for medium creatures. Creature size also plays a role: tiny creatures require half the STR multiplier, while large and huge creatures need two or four times the STR multiplier, respectively. To avoid encumbrance, Paladins can use various mounts to transport gear outside of dungeons. Alternatively, they can employ Extradimensional Magical Items like the Bag of Holding, Handy Haversack, Portable Hole, or warlock's Genie's Vessel to carry extra items, each with its own weight and volume limits. For hauling a giant stash, spells like Floating Disk, Find Steed, and Telekinesis can be effective. Arcane Hand and Enlarge/Reduce are less worth it for spellcasting time. As a DM, tracking carrying capacity can be skipped to save time and make the game more enjoyable. However, considering party compositions is essential. A table provides carrying capacity calculations based on strength scores: 15x Strength score for small to medium creatures, doubling for larger sizes, and halving for Tiny creatures. For animals and carts, these weights are also applied.